

Title Fingers Malone
 Publisher Mastertronic
 R.R.P. 1.99
 Game Type Arcade

The game contains 15 screens with you controlling the hero. You have to collect all the keys and money on each screen before making your way to a safe, which will transport you to the next level. As well as this simple task you have to make sure that you walk over all the floors to change them from black to white. If you miss any you will not be able to complete the screen. Apart from your wits your only real aids are the lifts to get you from floor to floor, but watch out because the nasty raiders home in on you in this Kong style arcade challenge.

The first noticable thing about this game is its difficulty and surviving is very difficult. This is certainly not a game for the faint hearted and the pause button really does come in handy as you plan out your next move on the screen. The raiders are very quick and are not very easily fooled.

If there has to be a criticism it is the difficulty. It may be just a little too tough for many but we do believe that for those who are used to pumping 10p's into Kong and the like should thrill to this fast action game which is bound to set the pulse racing.

Fingers Malone The Scorps

GRAPHICS	81%
PLAYABILITY	61%
ADDICTIVENESS	82%
LASTABILITY	84%
VALUE FOR MONEY	86%
H & D RATING	85%

BACK ISSUES

Issues 1,2,3,4, and 5 of this handbook are still available and are individually priced at £1 each.

SEND ALL CORRESPONDENCE TO:

H & D SERVICES, 1338, ASHTON OLD ROAD, HIGHER OPENSHAW, MANCHESTER, M11 1JG.

 ISSUE 7 OF THE C16/PLUS 4 HANDBOOK

XMAS ISSUE

AVAILABLE FROM 11TH DECEMBER



C16/PLUS 4 HANDBOOK



ISSUE 6. NOVEMBER 86

EDITORIAL

Welcome to Issue 6 of the C16/Plus 4 Handbook. There are a fair number of promised releases for the christmas period but this appears to have effected the number of new games appearing currently. Since our last issue, to our knowledge there have been only 2 full price releases which is pretty pathetic. Let's hope that our next issue (Xmas) is packed with new game releases and not empty promises.

ISSUE 5 SOFTWARE WINNER

Last issues free software goes to D.Shelling of Brownhills.

XMAS FRONT COVERS

As you know we always encourage readers to send in their own front cover designs for all the m gs. Issue 7 will be our Xmas issue and we invite readers to send in their designs with an obvious seasonal flavour. Please ensure that the designs reach us no later than 24th November 1986 and there will be £8 worth of software to the best design for each Handbook.

WANTED YOUR ORIGINAL HINTS/MAPS/SOLUTIONS

The success of any Handbook like this relies on a cross flow of information from its readers. The more contributors the better the Handbook. We give away £8 worth of software each issue to the best contributions we receive. Even if you do not win a main £8 prize many contributors find that they receive some other small token of our thanks.

All we ask is that you send in any information you have on both the new and old games, and if we have not printed the information before we will put it into the Handbook. Please try to ensure that any hints you send are your own work and not just taken from another magazine.

We are unable to test all the hints we get so please try to ensure that there are no mistakes in the information you supply. Please ensure the following guidelines are met:

1. HINTS/SOLUTIONS: Write as neatly as possible, if at all possible type your information as our interpretation of your handwriting may sometimes lead to mistakes.

2. MAPS: Maps should be no larger than A4 size, although you can have various parts of the map on separate sheets as long as it still makes sense.

If you wish any of your Information returned please enclose a Stamp Addressed Envelope and we will return as soon as possible.

GENERAL NEWS AND GOSSIP

PIRATES AHÖY

Software Houses are getting a little upset as it becomes obvious that Pre Release trade copies of their latest games are finding their way to the public. Software Houses at time distribute over one hundred Review copies of their games to interested parties ie. Magazines and Distributors. More and more of these games are now finding their way to the public at times long before they are even available in the shops. As a result of this Software Houses are now decreasing the number of games they send ie. Elite now only send out 20 sample copies as opposed to over 100 in the past and as well as this they have started to code

the tapes. This is paying dividends as already culprits have been identified. Even the 'Cannot do anything wrong' Newsfield stable have been shocked by allegations of staff writer Julian Rignall being connected with piracy of these games. One cannot help but sense a feeling of paranoia on the part of the Houses as they try desperately to protect their games. When will it all end.

ADVENTURE CLUB LTD DEMISE

We have had a number of letters concerning the Adventure Club. Apparently the club has gone under leaving an estimated 2000 disgruntled members many of which are out of pocket as the club had an £11 yearly membership. Many ex members of the club are now receiving comfort from H&D in their adventure wanderings and we assure you that we have no intention of following in the Adventure Clubs footsteps.

KEAN! NOT GARRET

A correction to last issues statement about the new mag L.M. It is to be edited by Roger Kean and not as we said Roger Garret.

SOFTWARE NEWS AND GOSSIP

GREMLIN, AUTUMN BONANZA

Gremlin are planning two very interesting releases in the lead up to Christmas. Avenger is due for a November launch and is the follow up to Way of the Tiger. Apparently the game will have a bird's eye view with a difference. Also Footballer of the Year should be released shortly on all main computer formats.

READERS SECTION

FOR SALE

D.J.KANE OF 4 OZANAN CLOSE, FORDLEY, CRAMLINGTON, TYNE WEAR, NE23 7BW, HAS ON OFFER:
HULK, SPIDERMAN, CLASSIC ADVENTURE, GREMLINS, TIME MACHINE, CIRCUS, ACE+4, BLAZE, ZODIAC, FLIGHT 015, DALEY THOMPSON EVENTS, EXORSIST, HARBOUR ATTACK, MUNCHIT SHOOTIT CLIMBIT HOPBIT, C16 CLASSICS 1 ALL AT £2 EACH.

FORMULA ONE, VAGAS JACKPOT, BMX RACERS, QUICK DRAW AT 50p EACH.

J DARBYSHIRE HAS THE FOLLOWING FOR SALE:

BONGO £5, VEGAS JACKPOT £2, AIRWOLF £5, FORMULA 1 £2, WORLD SERIES BASEBALL £4, KNOCKOUT £2.

TELEPHONE WIGAN 720129.

PEN PALS

D.L.Fox of 70 Southdown Cres, South Harrow, middx, HA2 0QS wants to swop games and hints. The first to write will get a free C16/Plus 4 game.

TOP TENS

HERE ARE D.L. FOX'S TOP TEN:

1. WINTER EVENTS.
2. FINDERS KEEPERS.
3. ROBO KNIGHT.
4. TOM THUMB.
5. OLBIDO.
6. ONE MAN AND HIS DROID.
7. BOOTY.
8. BLAGGER.
9. YIE KUNG FU.
10. A.C.E.

AND D SNELLINGS TOP TEN PLUS SOME GAMES HE WAS NOT SO IMPRESSED BY:

1. A.C.E.
2. TIMESLIP
3. MERCENARY
4. DARK TOWER
5. BOOTY
6. BERKS TRILOGY
7. WINTER EVENTS
8. GRAND MASTER CHESS
9. MOST ADVENTURES
10. ANYTHING BY MASTERTRONIC

GAMES HE HAS BEEN DISAPPOINTED IN:

1. MANIC DEATH CHASE
2. JUMP JET
3. MONKEY MAGIC
4. TREASURE HUNTER
5. AIRWOLF (TOO HARD)

GAMES HE BELIEVES TO BE A RIP OFF:

1. WIZARD AND PRINCESS
2. RETURN OF ROCKMAN
3. DALEY THOMPSON STAR EVENTS
4. STELLAR WARS/ BLITZ

HIGH SCORES

D.Watson of Andover sent in his following high scores:

KIKSTART	65743
REACH FOR THE SKY	14000
MANIC DEATH CHASE	97.1%
GNASHER	53550
FINGERS MALONE	£538.57

READER FEEDBACK

D.Fox of Middlesex had the following comments:

I have had all your issues so far and it's very good. It is a break through for all C16/Plus 4 owners. With these machines there are more companies supporting them, ie, MASTERTRONIC, GREMLIN, ELITE, etc. The games might not be excellent

but the support is there. By Christmas there will be an estimated 25 new games out for both machines from various well known companies. MASTERTRONIC have made an early release of FINDERS KEEPERS, which I would recommend to all C16/Plus 4 owners as it is very well set out. I was going to buy another computer but now I have changed my mind.

H & D Comment

We are grateful for the handful of companies that are showing support for the C16/ Plus 4, but it is far from enough. As for 25 releases we will not hold our breath, but fingers crossed. As for FINDERS KEEPERS see our review section.

G.Higgins of Stevenage said the following:

Firstly let me thank you for placing my appeal for help in finding the whereabouts of the place that I could purchase the Plus 4 programmers guide from. I'm sorry to say that my quest has been unsuccessful to date, although I received a very nice informative letter from J.Hatton who lives in Leicester, who kindly included an old cutting from the Commodore Magazine, that stated words to the effect that Commodore did in fact put together a photo-copied guide of around 120 pages called the C16 and Plus/4 Programmers Guide, price £9. A review of this guide published in CCI, November 1985, reached the conclusion that it wasn't worth the £9 that Commodore were asking for it. Considering that when I ordered one from Commodore they were going to charge me £15.95, I must have had a lucky escape as they later told me that they were out of stock, so after a couple of months I managed to recover my cheque. I don't think I'll bother now I've received this information, many thanks to J.Hatton.

It may be of some interest to your readers to know the peripheral set-up that I have managed with my Plus 4 computer. Commodore DM 602 Green Screen Monitor, Commodore 1531 Datasette, Commodore 1551 Disk Drive, Citizen Advanced High Speed Dot Matrix 2- Color Printer, and finally Commodore MPS 803 Dot Matrix Printer. This may sound rather a lot of equipment to be in line at the same time, but I find it's extremely useful as I can use the tape or the disk, I can also transfer programs from tape to disk or vice-versa. I can use the Citizen printer for listing my programs, as it only has a narrow paper roll, and my MPS 803 for letter writing and reports. Also the Citizen printer plugs directly into the back of the MPS 803, so I can have either one or both printers switched on at the same time. Naturally if both printers are switched on together I have to switch the Device Number of the MPS 803 to #5, as the Citizen is Device Number #4 and cannot be easily altered.

H & D Comment

A lucky escape with the book and certainly an interesting set up, we wonder if anyone has a system to compare?

ADVENTURE HELP OFFERED

P Dolan of 3 Lough Conn Drive, Ballyfermot, Dublin 10, Ireland. Offers help on the following:

Red Moon, Mafia Contract 1, Lords of Time, Warlord, Planet of Death, Urban Upstart, Price of Magic, Invincible Island, and Forest at the Worlds End.

ISSUE 1 TO 6 INDEX

Issue 7 of this handbook will include a complete index to the game help contained within issues 1 to 6.

ACKNOWLEDGEMENTS

We would like to thank everyone who has taken the trouble to contribute to this issue of the Handbook.

***** GAME PLAYING HINTS SECTION *****

Game playing help this issue: H=Hints, P=Pokes, M=Maps, S=Solutions.

A.C.E. H (P7), AIRWOLF H (P7), CASTLE DRACULA M (P8), CLASSIC ADVENTURE H (P7), COLOSSAL CAVE S (P7,8), GHOST TOWN H (P9), GREMLINS M (P10), INCREDIBLE HULK S,M (P9,11,12), JERUSALEM ADVENTURE H,M (P14,15), KIKSTART P (P15), MERCENARY H (P15), PIRATE ADVENTURE M (P13), SALVAGE H,M (P15,16), SECRET MISSION M (P17), SPEED KING H (P18), ZORK 1 H (P18).

A.C.E.

Play the 2 person game if possible it's much better. If you reach the sea attack, approach from land at about 2500 ft make one attack ignoring missile warnings then climb and head for land at full thrust, repeating until all ships are destroyed, landing as necessary. On level 2 you will get 3 waves of 2 attacking aircraft, after this you can concentrate on ground attack.

AIRWOLF

Put the joystick diagonally to hover, you can land safely on areas of brickwork.

CLASSIC ADVENTURE

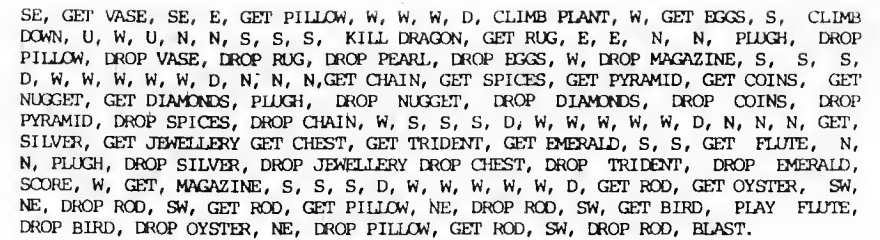
To get past the snake release the bird. The bird is frightened of the black rod.

COLOSSAL CAVES

Some of the hints contained within the following solution may be of use whilst playing Classic Adventure.

COMPLETE SOLUTION (W Gravelle)

E, GET KEYS, GET LAMP, GET FOOD, GET BOTTLE, W, S, S, S, OPEN GRATE, LIGHT LAMP, D, W, GET CAGE, W, W, W, CATCH BIRD, E, E, GET ROD, W, W, W, D, W, WAVE ROD, DROP ROD, GET FLUTE, E, N, PLAY FLUTE, DROP BIRD, DROP FLUTE, DROP CAGE, E, S, GET NUGGET, N, W, W, GET DIAMOND, W, S, E, S, S, N, E, N, E, NW, GET CHEST, SE, W, S, W, W, W, E, E, W, UP, E, E, E, N, N, N, DROP NUGGET, DROP DIAMONDS, DROP CHEST, S, GET SILVER, S, S, GET JEWELLERY, N, N, N, DROP SILVER, DROP JEWELLERY S, S, E, W, W, W, W, N, E, GET COINS, E, N, N, DROP COINS, PLOVER, NE, GET PYRAMID, S, PLOVER, DROP PYRAMID, E, D, W, E, S, D, W, D, N, (repeat this command until you enter a large low room), SE, N, W, DROP KEYS, DROP LAMP, DROP FOOD, DROP BOTTLE, E, GET EMERALD, W, GET KEYS, GET FOOD, GET BOTTLE, GET LAMP, NW, S, SE, W, W, D, POUR WATER, UP, E, E, NE, E, UP, E, E, D, GET WATER, U, W, W, D, W, N, (repeat command until you enter a large, low room), SE, SE, W, W, D, POUR WATER, U, E, D, GET OIL, U, W, D, CLIMB PLANT, W, GET EGGS, N, POUR OIL, DROP BOTTLE, N, GET TRIDENT, W, D, SW, U, THROW EGGS, FEE FIE FOE FOO, CROSS BRIDGE, NE, E, D, S, E, FEED BEAR, UNLOCK CHAIN, LOOK, GET BEAR, GET CHAIN, W, W, N, W, W, DROP BEAR, NE, E, NE, N, S, E, GET SPICES, W, S, W, W, CROSS BRIDGE, SW, D, SE, SE, NE, E, N, OPEN CLAM, S, UP, E, UP, N, DROP TRIDENT, DROP EMERALD, DROP SPICES, DROP CHAIN, DROP KEYS, S, D, W, D, N, D, D, GET PEARL, U, U, S, E, GET MAGAZINE, W, N, (repeat this command until you come to the large low room)

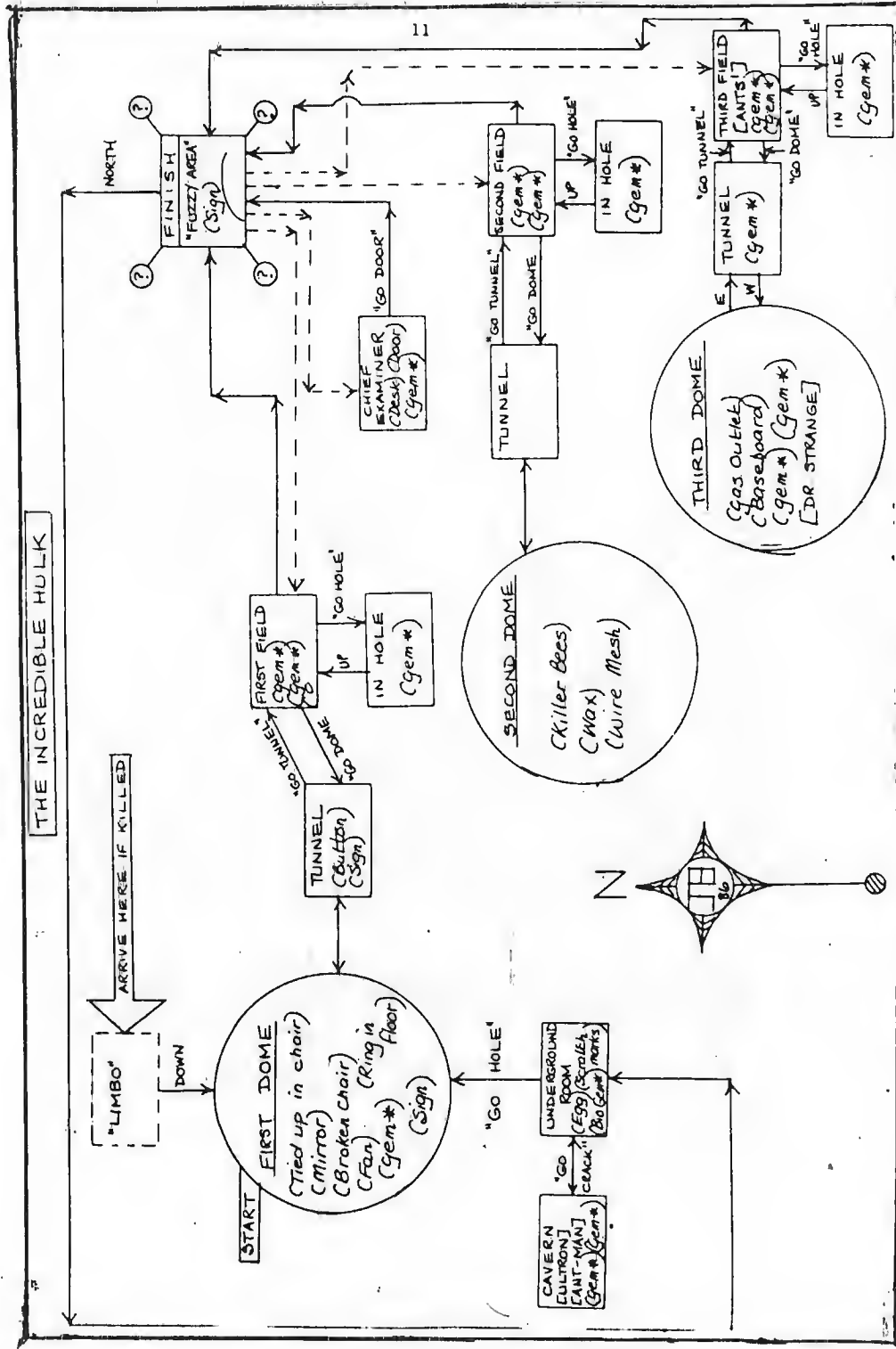
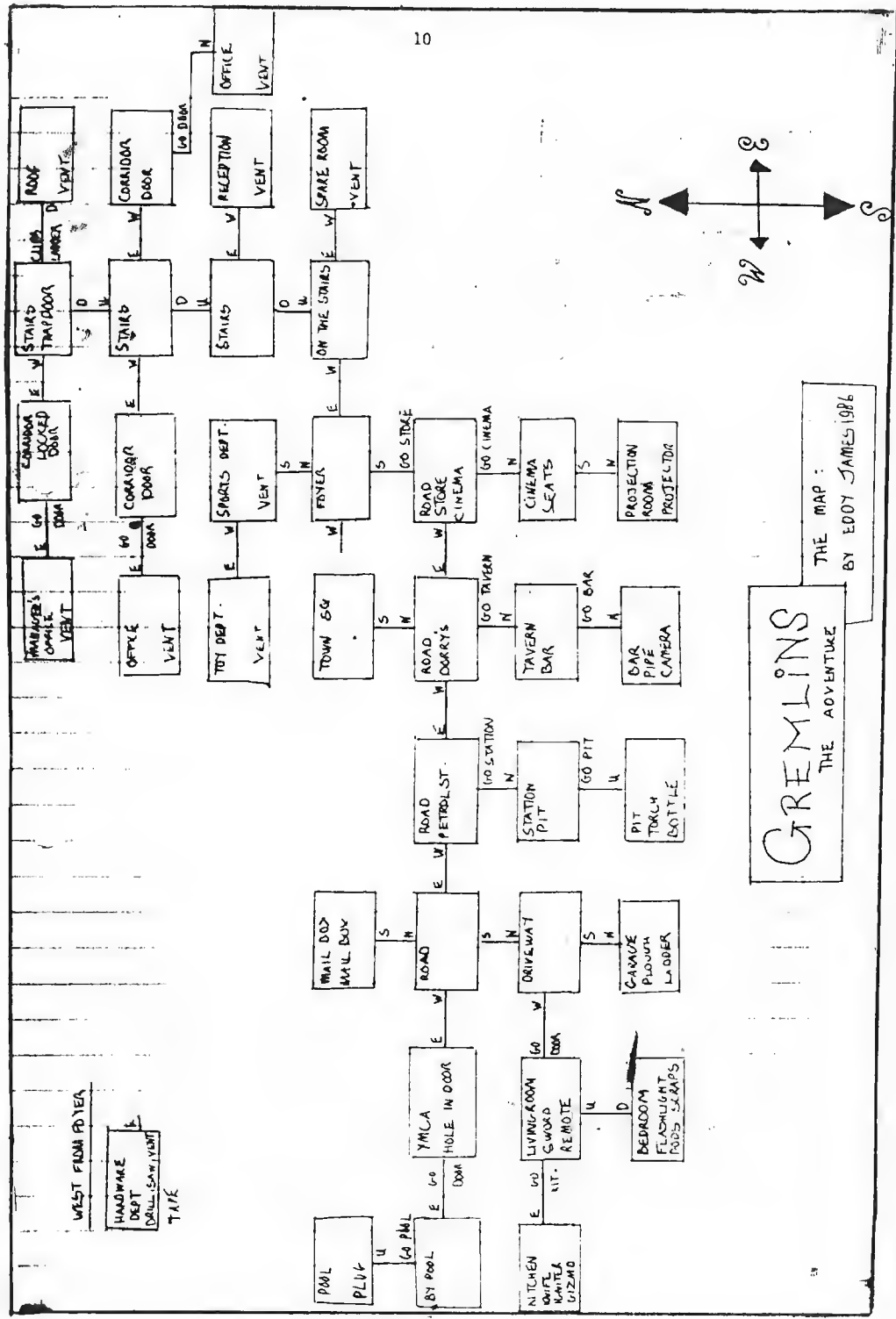


1. You need shears, a glove, a ladder and a key to get past the electric fence.
2. Bracket is a part of the code. Ponder! Without the code, your efforts are nullified.
3. Literacy and numeracy are required to deduce which coffin has the key to unlock the door to the next room.
4. The river is wide and you have to cross it by swimming under water.
5. The hammer and the vase have a connection.
6. Walking bare feet on nails can be very painful.
7. You need light to cross a dark room.
8. The code number has 5 digits and the last one is 8. (see below)
9. Belegro, the wizard at last! Those who live by the sword will die by the sword.
10. The treasure chest has to be opened but it is no use trying to smash it open with a hammer.

THE INCREDIBLE HULK

From the start (tied to a chair:

Bite lip, (to become Hulk and break your ropes), look, read sign, take gem, take fan, (ignore the mirror - unless you're vain!), e, read sign, press button, (to initiate time-delay), bite lip, go tunnel, (you are now in the first of three fields), take gem, lift dome, take gem, dig hole, go hole, dig, (until you discover another gem), take gem, U, E. This "Fuzzy Area" has random exits with the exception of North, which you should not use yet. Read sign, drop gem, drop gem, drop gem, drop gem, score, (should be 23/100). Keep going South from here until you reach the Chief Examiner's Office. Examine desk, take gem, go door, drop gem, (should now be 29/100). Go South until you come to the second field, (there is a gem shown here), take gem, dig hole, go hole, dig, (until you find a gem), take gem, U, lift dome, take gem, examine dome, (you should see wire mesh on the side), go dome, W, (there are some killer bees here and you can also see the other side of



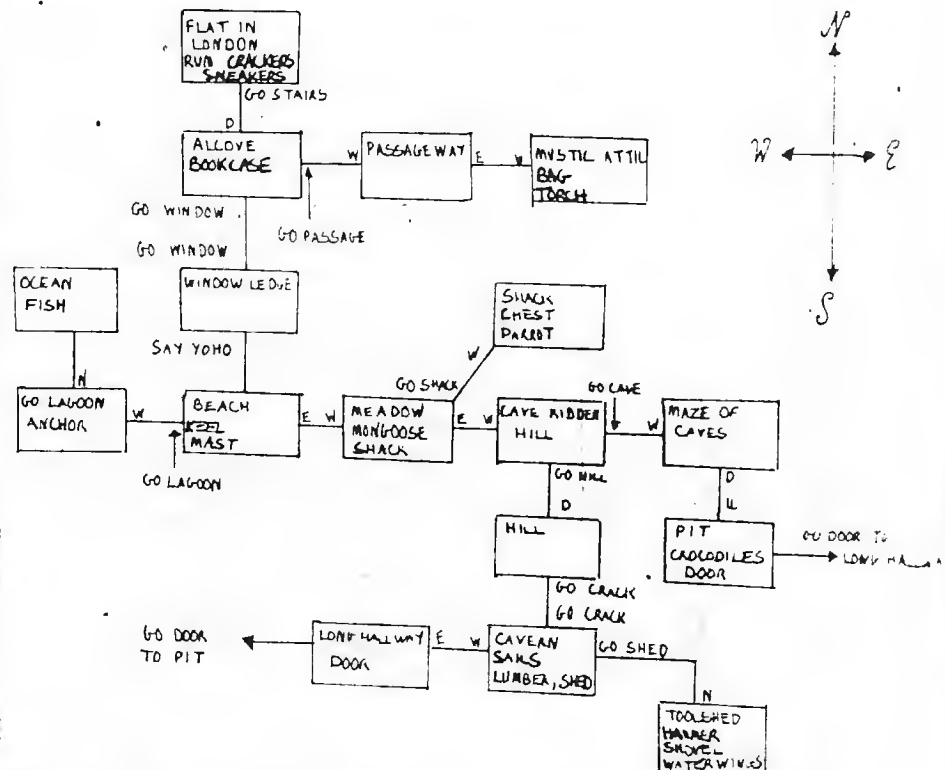
the wire mesh - the bees have to be blown away to enable you to safely get the wax), E, bite lip, go tunnel, wave fan, at mesh, go dome, W, (the bees have now gone), take wax, E, bite lip, go tunnel, E, drop gem, drop gem, drop gem, score, (should now be 47/100). Keep going South, until you reach the third field - this is identified graphically by ant-hills and described as having "tiny holes" in this location. Follow the moves carefully here to avoid the killer ants! As soon as you arrive at this location, take gem, E, drop gem, score, (should now be 52/100), South, back to the ant-hill location, dig hole, go hole, (the ants cannot attack you whilst in the hole), dig, (until you find a gem), take gem, U, E, drop gem, score, (should now be 58/100), South, back to the ant-hill location, lift dome, (to reveal a gem), E, (to avoid the ants), South, back to the ant-hill location, take gem, E, drop gem, score, (should now be 64/100). Go South back to the ant-hill location yet again, then go dome, take gem, W, take gem, bite lip, (until you see an astral projection of Dr Strange), bite lip, (and Dr Strange points to the baseboard), examine baseboard, (to reveal a small gas outlet), plug outlet, use wax, bite lip, ask Strange, (until he tells you to REMEMBER your worst NIGHTMARE), ask Strange, (until he vanishes), look, take gem, take wax, E, bite lip, go tunnel, E, drop gem, drop gem, drop gem, score, (should now be 82/100). Keep going South, until you come to the first field, (identified by "no ant-hill" and no "mesh" when you examine the dome), go dome, bite lip, (DO NOT PRESS RETURN), W, remember nightmare, (to become very mad), W, pull ring, look, (there is now an open hole in the floor), E, bite lip, go tunnel, E, and back to the Fuzzy Area. Now you are ready to go NORTH from this location. Remember nightmare, N, (to a small underground room, the egg is pulsating and about to explode!!), eat egg, remember nightmare, examine room, (to reveal scratch marks on the wall), remember nightmare, scratch wall, go crack, (you are now in a cavern and see Ultron, a small cage and yet another gem), examine cage, (Ant Man is inside it), take gem, go crack, (the hole in the ceiling was created when you pulled the ring earlier), go hole, E, bite lip go tunnel, E, drop gem, score, (should now be 88/100). Now it is time to meet your old friends the ants! Plug ears, use wax, hold nose, (keep going South now until you arrive at the ant-hill location), wait, (until you see the ants), close eyes, (the ants attack but find no opening - and you can't see so the next moves are crucial! Adhere to them closely!!), get ants, E, N, go crack, (Ant Man now controls your ants and gets them to free him from Ultron's captivity - and he leaves you something), open eyes, take gem, go crack, go hole, E, bite lip, go tunnel, E, drop gem, score, (should now be 94/100). You have now safely stored all 16 ordinary gems and all that is left is to get the Bio-Gem. North, take bio, go hole, E, bite lip, go tunnel, E, drop bio, score. (The Chief Examiner appears and says "Save this password = ARIA") (Press Return)

NOTES

1. If, for some reason, you are killed, you end up in "Limbo". Go immediately DOWN from here to end up at first location in the first dome. You retain your inventory and score with one exception - the all-important Bio-Gem. Take this LAST as detailed in the solution.
2. You may go W, S or E from the Fuzzy Area quite safely but I found it better to stay with "South" to avoid confusion. You always, eventually, arrive at the desired location.
3. As a point of interest, if you continue digging after the gem is located in a hole, you reach the Earth's core and die!!

PIRATE ADVENTURE - MAP 1 - PIRATES ISLAND

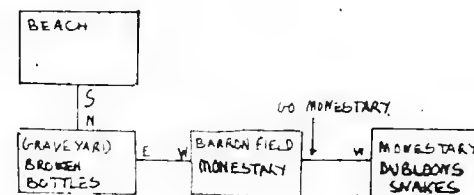
BY EDDY JAMES '86

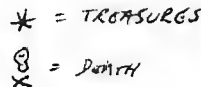


PIRATE ADVENTURE - MAP 2 - TREASURE ISLAND

BY EDDY JAMES '86

YOU CAN GO TO TREASURE ISLAND WHEN YOU HAVE ASSEMBLED THE BOAT ON THE BEACH ON PIRATES ISLAND. TO GO FROM ONE ISLAND TO THE OTHER IS BOAT AND THEN SET SAIL





KIKSTART

- MERCENARY

DROP ALL THE OBJECTS, APART FROM THE KEY NEEDED TO GET IN TO THE COLONY SHIP,
THEN GET THE KITCHEN SINK FROM THE KITCHEN. YOU CAN NOW PICK UP ANYTHING, FROM
A SPACE CRAFT TO AN OBJECT ALREADY SOLD !!

IF YOU HAVE DESTROYED THE "ENCOUNTER" SIGN, AND YOU ARE ABOUT TO LEAVE THE PLANET, THEN YOU WILL BE TOLD THAT YOU CAN NOT LEAVE, THIS IS BECAUSE YOU DESTROYED THE "ENCOUNTER" SIGN. ALL YOU NEED TO DO IS TAKE THE ANTI-TIME BOMB TO THE SIGN, OR ANY OTHER BUILDING YOU HAVE SHOT UP THAT YOU WANT TO REBUILD, AND REPAIR IT.

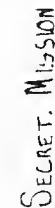
DOORS WITH A DIAGONAL LINE FROM TOP RIGHT TO BOTTOM LEFT ARE TRANSPORTER
ENTRANCES ONLY, DOORS WITH A LINE FROM TOP LEFT TO BOTTOM RIGHT ARE TRANSPORTER
EXITS ONLY, DOORS WITH A CROSS ARE BOTH.

WHEN YOU ARE BEING ATTACKED BY AN ENEMY SHIP FLY BACKWARDS AT -625 SO THAT IT
FOLLOWS YOU, IT CAN THEN BE SHOT AT WILL. HOWEVER, IF IT SHOOTS AT YOU SPEED UP
SO THAT YOU DODGE THE MISSILE, OR YOU COULD CRASH INTO THE GROUND, MAKE SURE THAT
YOU DROP EVERY ITEM THAT YOU ARE CARRYING ELSE THEY WILL BE SPREAD AROUND THE
CITY, THEN YOU WILL BE SHOT AND NOT YOUR SHIP (!), DON'T WORRY TOO MUCH YOU WILL
FEEL MUCH BETTER AND NO WORSE FOR WEAR!

IF YOU FALL OUT OF THE COLONY CRAFT AND YOU ARE CARRYING THE CHEESE THEN PRESS "L" TO STOP YOURSELF FALLING, THEN DROP THE CHEESE NOW BOARD IT AND FLY OFF.

IT IS POSSIBLE TO DROP OBJECTS IN THE ELEVATORS SO THEY APPEAR IN MID-AIR! BUT BE CAREFUL YOU MAY LOSE THEM.

Turn the lights off in the storeroom but make sure you haven't got the torch with you. Type RUN to operate computers.



SPEED KING

You will find it is best to work your way through the field in fourth gear. There is very little problem as far as corners as long as you react quickly enough. If you do crash you may have to risk the fifth gear on the straights to enable you to catch up.

ZORK 1

Above ground - move the leaves, climb tree. In house - move rug. Below ground - kill Troll with sword, use rope in dome room (tie to railings), don't get in boat with nasty knife, repair boat with gunk, Dam Maintenance room - red button operates the lights, yellow button frees the bolt on the dam, brown button locks it again, blue button floods room in sand filled cave keep digging your patience will be rewarded, to get bar in loud room open sluice gates at dam wait 2 moves close sluice gates then go to deep canyon and wait for noise to die down, to get past timber room lower lighted candles in basket from shaft room then drop everything in timber room, use screwdriver to operate machine and put coal in it, take garlic from sack for bat cave. Praying is useful at the right point as is the word "temple".

***** GAME REVIEW SECTION *****

Each issue we look at the very latest C16/Plus 4 releases and award percentage marks against set criteria. The last few weeks have seen very few full price releases so this issue we include some of the budget price titles.

THE SCORING SYSTEM

The marks are awarded out of a maximum 100%. The percentage ratings are listed below.

Between	90-100%	(H6D RAVE)
Between	80-89%	(EXCELLENT)
Between	70-79%	(VERY GOOD)
Between	60-69%	(GOOD)
Between	50-59%	(AVERAGE)
Between	40-49%	(POOR)
Between	30-39%	(RUBBISH)
Between	00-29%	(A LOAD OF #&\$!)

Title International Karate
Publisher Endurance Games
Address 28 Little Park
Gardens, Enfield, Middx, EN2
6PG.
R.R.P. 6.95
Game Type Karate Simulation.

KARATE



ENDURANCE GAMES

International Karate is a 1 or 2 player game. It is international as you compete against different backdrops: Brazil, Australia, Egypt and Japan. Each round consists of 30 second bouts and the first to score 2 full points wins a bout. The first to achieve victory in two bouts wins the round. The 2 player game contains a bonus round for the winner the single player does not.

There are 16 possible moves from simple left, right to such delights as a Back Crouch Punch or a Foot Sweep. As with Yie Ar Kung Fu, reviewed last issue there is a tendency to just waggle your joystick and hope, but the true skill does come in learning the various moves. The 2 player game is the best option although the game is badly let down by animation and most of a 30 second bout is used up by just moving towards each other, 30 seconds is totally inadequate and a pain.



When playing solo as you beat a computer opponent the next is loaded in and unfortunately of the 4 opponents the first 3 are easily defeated by using purely one high kick. In fact it was so simple that the first 3 opponents did not even score a point. The fourth and final opponent appeared totally the opposite as he was untouchable. In numerous bouts no matter what was thrown at him we were unable to register a solitary hit. The fact that there were no more opponents seems to have led Endurance Games to make the last opponent unbeatable. As a 1 player versus computer game it is a farce and not worth any score, do not buy it if you plan to play alone. As a 2 player game it is passable and our scores reflect the 2 player version.

International karate The Scores (2 player game only)

GRAPHICS	52%
PLAYABILITY	61%

ADDICTIVENESS 62%
 LASTABILITY 60%
 VALUE FOR MONEY 58%
 H & D RATING 59%

STREET OLYMPICS V EUROPEAN GAMES

This issue we take a look at two recent athletic releases, ie joystick bashers. The two come from completely different stables. Tynesoft give us European Games, price £6.95 and the masters of budget games give us Street Olympics at £1.99. So we have a £5 difference in price but what difference in quality and content.

European Games contains 5 events, hammer, swimming, long jump, rowing and weight lifting, each game is loaded individually and up to 4 players can take part. Street Olympics contains only 4 events, 200 metre sprint, 800 metre jog, long distance run with jumps and throwing and it is purely a one player game.

Neither of these games match last issues release Winter Events, graphically Euro games is slightly superior, but to go through the 5 events, the hammer is boring, swimming is a real joystick breaker, the long jump breaker and a quick response to choose your degree of jump, rowing is quite simply a matter of rotating your joystick as fast as possible, weight-lifting is another gruelling joystick basher. With respect to Street Olympics all 4 events are joystick bashers and pretty boring.

Being sports fans we tried to enjoy these games but it was not easy. Both are very tiring as well as doing unknown harm to your joystick. At least with Euro Games you can give yourself a rest as you let any friends have a go and there is at least an element of challenge between you and your friends. This feature is lacking with Street Olympics which pits you only against the computer.

We certainly do not recommend paying £6.95 for Euro Games, but if you enjoy a joystick basher it is one of the best on the C16/Plus 4. Even at £1.99 it is hard to recommend Street Olympics, we would say cut your losses and steer clear of both.

Street Olympics The Scores European Games

GRAPHICS	63%	77%
PLAYABILITY	65%	72%
ADDICTIVENESS	46%	52%
LASTABILITY	39%	50%
VALUE FOR MONEY	48%	56%
H & D RATING	45%	59%

EUROPEAN GAMES



Title Speed King
 Publisher Mastertronic
 R.R.P. 1.99
 Game Type Motor Cycle Racing Simulation

Speed King originally appeared over 12 months ago on the C64 at £9.95. It has recently been released on a budget label on most major formats. What has the C16/Plus4 version to offer. You are to ride against 19 other competitors on any of 4 famous circuits. Your bike has 6 gears and can reach speeds of 250m.p.h., although taking corners at this speed is not recommended.

The game can only be fully enjoyed if you play with a joystick and realistically you have to go both up and down through the gears. As in real life selecting the wrong gear for your speed will have a detrimental effect. One slight change to real life is that colliding with another biker or kerb would never result in a fatal injury but would cause a time penalty, which all has to be made up by you as the aim is to win the race.

Animation of the game is superb as your motor cyclist leans into the corners and zooms along very realistically along and round the track.

There is a great thrill in passing opponents and at anytime your status box will show your position, gear, speed, etc. Tactics do play a major part and you do need to keep a cool head. Work your way slowly through the field and beware as a crash will cost you dearly as you see the other riders roar past your crumpled heap.

Formula 1 Simulator was very well received, this game eats it and would say that no-one should miss the opportunity of getting hold of a copy of this beauty. £1.99 is a joke we would gladly pay £9.99 for such quality. Even if you do keep winning the races you can always go back and try to break your own lap records. Amazing stuff!

Speed King The Scores

GRAPHICS	88%
PLAYABILITY	93%
ADDICTIVENESS	96%
LASTABILITY	92%
VALUE FOR MONEY	100%
H & D RATING	94%

Title Return of Rockman
 Publisher Mastertronic
 R.R.P. 1.99
 Game Type Arcade Strategy

Rockmans back and in this game you have to guide him through 10 dangerous caverns in his hunt for precious diamonds. Collect all the diamonds and then head for the transporter to get to the next and more difficult level.

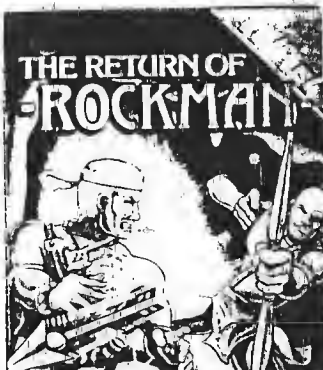


As you would expect to hinder your task are some very unstable rocks which if dislodged incorrectly may come crashing down upon you. As well as the rocks there are some strategically placed holes and even radioactive waste.

Rockman fans should be delighted, this is every bit as good as its predecessor with one or two new touches. As with Rockman the movement of your man is a little unresponsive and jerky so it still takes a steady hand to control your little man.

Strategy again plays a major part of your hunt for diamonds but there is the ever present clock ticking away that could cause a few timing errors in your panic to complete a cavern before you reach zero.

Rockman is based on a game called Boulderdash on the C64 which is currently at Boulderdash III. This is only the second Rockman game and with a price tag of only £1.99 lets hope there are plenty more in the pipeline. Excellent entertainment.



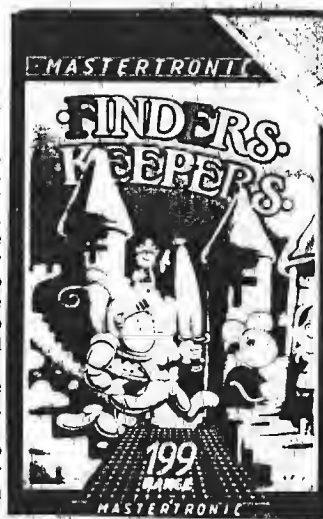
Return of Rockman The Scores

GRAPHICS	86%
PLAYABILITY	87%
ADDICTIVENESS	88%
LASTABILITY	83%
VALUE FOR MONEY	87%
H & D RATING	86%

Title Finders Keepers
Publisher Mastertronic
R.R.P. 1.99
Game Type Arcade

In this little 2d arcade tale you control the Magic Knight. Your king has sent you on a very important mission to find his daughter, Princess Germintrude a special present. As your aim in life is to join the famous Polygon Table, this seems as good a way as any to achieve your ambition. The King transports you to the weird and wonderful Castle of Spriteland. The castle contains many energy sapping ghouls but also many weird and wonderful treasures. It is up to you to use these treasures wisely and barter with the traders who can be found. You quickly decide to collect as much treasure and cash as possible and escape from the castle.

The game is in the classic collect and dodge style and the screens are so cleverly linked that getting round them is far from easy and does call for some well timed jumps. The ability to collect, swap and combine treasures makes for far more interest. No real time limit means that you can plan your strategy.



The game was a big success on the other formats and lead to two sequels to date. The conversion is excellent and the game loses little of its content and style. Negotiating the adjoining screens is no easy task and the game could prove a little long winded and boring to the ardent shoot 'em up fan. An unusual style and well worth a look.

Finders Keepers The Scores

GRAPHICS	84%
PLAYABILITY	77%
ADDICTIVENESS	78%
LASTABILITY	81%
VALUE FOR MONEY	86%
H & D RATING	83%

Title One Man And His Droid
Publisher Mastertronic
R.R.P. 1.99
Game Type Arcade

You have flown to the planet of Andromadous, your aim to capture Ramboids a sort of male sheep! They have only a 20 minute life, poor things so you do not have a great deal of time to collect them in the order shown on your panel. To collect them you must coerce them into a teleport receptor. 4 or more collected will enable you to progress onto the next cavern and skill level.

To aid you in the task you control a droid (sheepdog) who can fly, dig and even make their own tunnels. The Ramboids are pretty thick and they all move in a set pattern so it should be fairly easy to learn and then alter their pattern to push them to your receptor.

Graphically the game is excellent and each new cavern offers a very interesting challenge. It requires a good deal of skill to collect the Ramboids and there is a real sense of achievement when you have collected your quota of the swines.

The twenty minute time scale adds to the excitement but one of your assets the ability to make tunnels can be your downfall as each time you create a tunnel not only does it open up the ability to catch a Ramboid but does also result in you creating a larger playing area so costing you the time to roam round it.

As an arcade collect game OMAHD is quite original and should be difficult enough to keep the player interested for a reasonable time. Arcade reflex is not too important so this should appeal to a wider audience. Well worth £1.99.



One Man And His Droid The Scores

GRAPHICS	83%
PLAYABILITY	85%
ADDICTIVENESS	78%
LASTABILITY	79%
VALUE FOR MONEY	85%
H & D RATING	83%